

Disney SQUARE ENIX

# KINGDOM HEARTS

## Re:Chain of Memories



SQUARE ENIX.

**⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

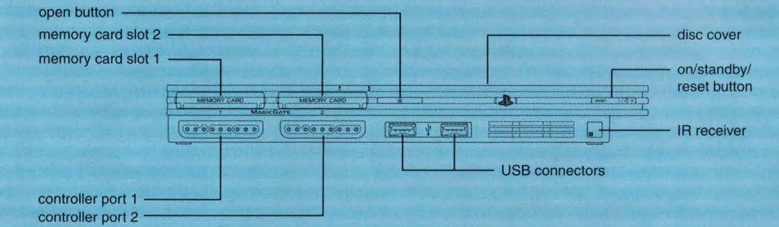


**CONTENTS**

Starting Up	2
Controls	3
Characters	4
Getting Started	8
Advancing the Story	9
Battle Guide	12
Cards and Status	15
Types of Cards	16
Other	17



STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the KINGDOM HEARTS Re:CHAIN OF MEMORIES disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

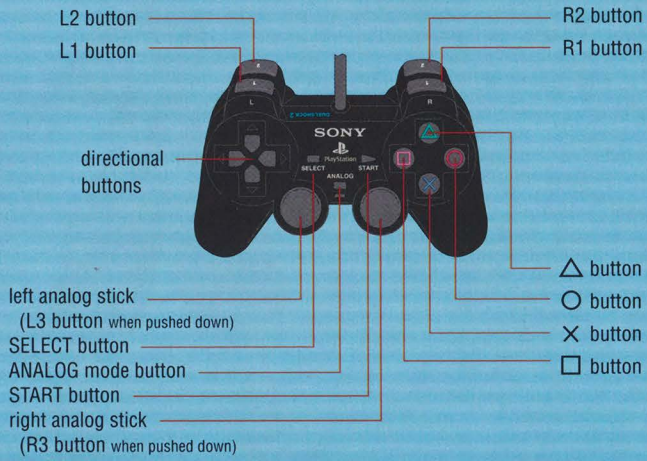
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

This game is to be played using a DUALSHOCK®2 analog controller. Keep the ANALOG mode switched on (with the mode indicator shining red) to use the analog mode. You can switch the vibration settings to on or off at either the start up menu or at the Configuration Menu. Controllers other than a DUALSHOCK®2 analog controller are not supported.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

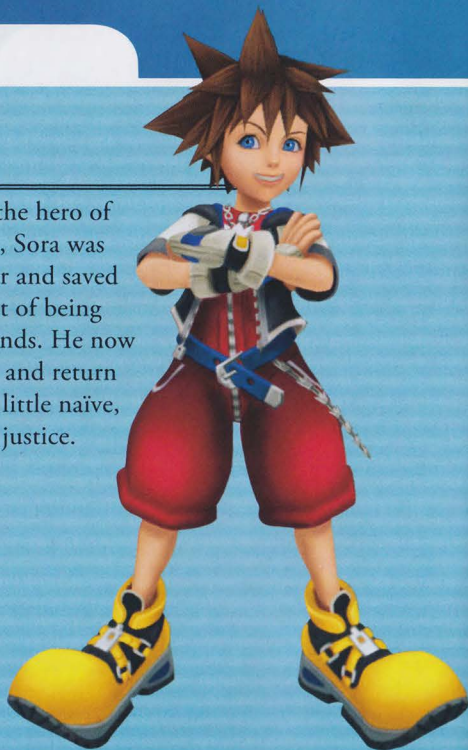


Controls	Battle	Field	Other (Moogle Shops, Room Synthesis, etc.)
L1 button	Deck rotates counterclockwise	-	-
L2 button	Un-stock a card	-	-
L1 + L2 button	Activate stock skills using cards (1-3 cards)	-	-
L3 button	-	-	-
R1 button	Deck rotates clockwise	-	-
R2 button	Lock-on/off a target	-	-
R3 button	Reset the camera behind the character	Reset the camera behind the character	-
Directional Buttons	→ Rotate deck clockwise ← Rotate deck counterclockwise ↑ Reload Deck shortcut ↓ Shortcut to designated card (see additional info)	- - - -	Select a World Card when selecting a world Select a World Card when selecting a world - -
Left Analog Stick	Move	Move	-
Right Analog Stick	Move camera	Move camera	-
START button	Pause game	Display menu	Skip event
SELECT button	Switch to enemy cards	Display World Map	-
ⓧ button	Use Card (hold down to reload cards)	Swing Keyblade Throw objects (when holding an object)	Confirm
△ button	Stock a card (after stocking 3 cards) Use stocked cards	Lift objects (when approached) Throw objects (when holding an object)	Zoom in/out of the World Map (while on the World Map)
Ⓜ button	Dodge Roll (Sora), Side Step (Riku)	Dodge Roll (Sora), Side Step (Riku)	Dodge Roll (Sora), Side Step (Riku)
○ button	Jump, High Jump, Glide (hold down)	Jump	Jump, High Jump, Glide (hold down)



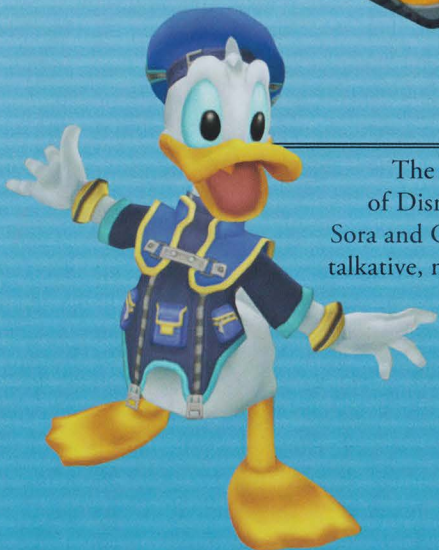
### SORA

A fourteen-year-old boy and the hero of this tale. In his last adventure, Sora was chosen as the Keyblade master and saved the world, but only at the cost of being separated from his closest friends. He now journeys to find those friends and return home with them. Although a little naïve, Sora has an uncanny sense of justice.



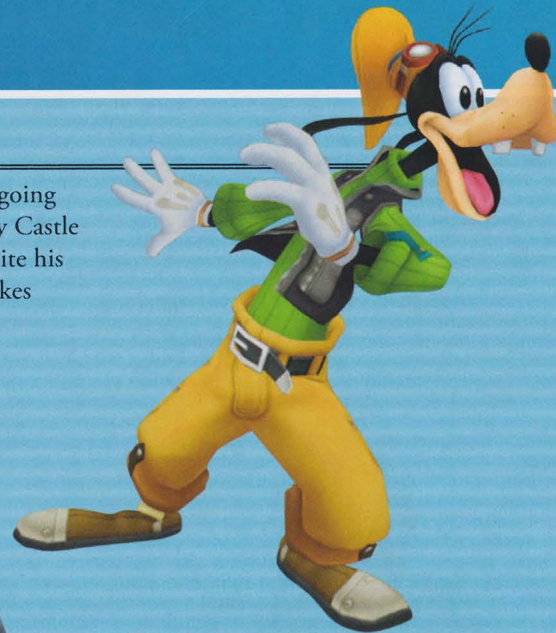
### DONALD DUCK

The court wizard who serves the king of Disney Castle. He is journeying with Sora and Goofy to find the king. Donald is talkative, moody, and a bit short-tempered.



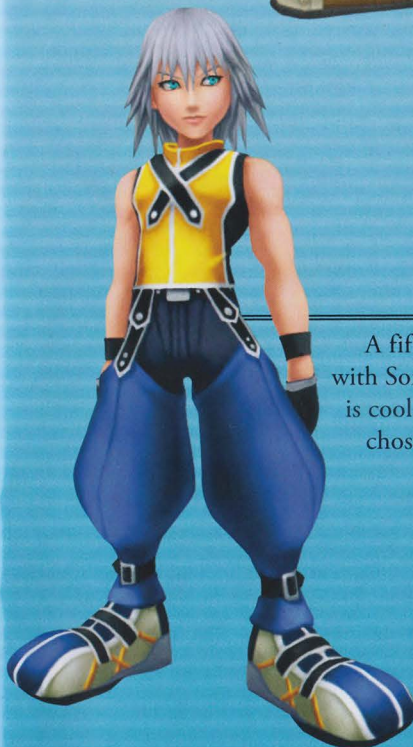
### GOOFY

The clumsy but easygoing captain of the Disney Castle Royal Knights. Despite his position, Goofy dislikes weapons.



### RIKU

A fifteen-year-old boy who is best friends with Sora and Kairi. Mature for his age, Riku is cool and collected. To save the world, he chose to remain in the realm of darkness.





### KAIRI

A fourteen-year-old friend of Sora and Riku. She awaits their return to Destiny Islands.



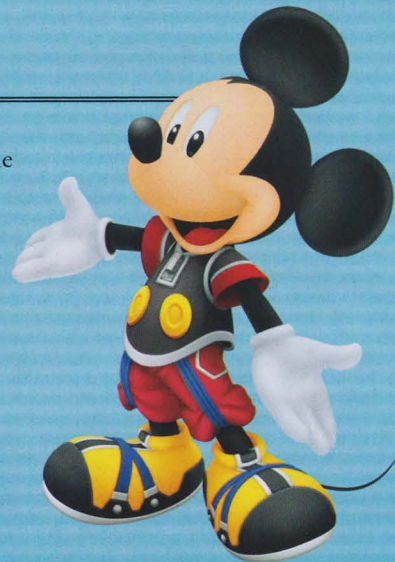
### THE UNKNOWN

A mysterious man who showed Sora and his companions the way to Castle Oblivion. It seems there are others like him. Surely he has his reasons for approaching Sora, but those reasons remain unclear.



### KING MICKEY

The king of Disney Castle who realized what was happening in the world and went on a journey to investigate. He stayed behind in the world of darkness together with Riku, and continues his journey separately from Sora and friends.



### NAMINÉ

A mysterious girl who draws pictures under the Organization's surveillance inside Castle Oblivion. She may hold the key to Sora's most special memories...





# GETTING STARTED


**Kingdom Hearts Re:Chain of Memories** is an RPG following Sora's journey through Castle Oblivion using cards.

## Castle Oblivion—Where Cards Govern All

Cards will be used in various situations throughout the story. Cards are generally separated into two broad categories: "Map Cards" (see P.15), which are used to progress through the field, and "Battle Cards" (see P.16), which are used in battle.

## Start Menu

Select "NEW GAME" to start up a new file or "LOAD" to continue a game in progress. When you start up a "NEW GAME", select your preferences for "Game Mode", "Vibration ON/OFF", and "Sound Type". The "Game Mode" cannot be changed once it has been set. The "Vibration" and "Sound Type" settings can be changed from the Configuration Menu.



**Sound Types**  
You can choose from monaural, stereo, and Dolby Pro Logic II audio profiles. KINGDOM HEARTS Re:Chain of Memories is fully compatible with the Dolby Pro Logic II format.

This game can be enjoyed in surround sound by connecting the PlayStation®2 system's DIGITAL OUT (OPTICAL) connector or AV MULTI OUT connector to a compatible sound device. If the device is capable of Pro Logic II decoding, the output will be in five channels. Devices capable of running Pro Logic will output four channels. This mode also allows for playing standard two-channel stereo sound.

\*Consult your sound device manual for more information. Dolby, Pro Logic, and the double-D symbol are the trademarks of Dolby Laboratories.

## Saving and Loading

This game requires 100KB of free space on a Playstation®2 memory card (8MB). You will need to insert a memory card (8MB) (for Playstation®2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2.

\* You will be able to save either in hallways (see P.11) or in rooms where a save point is available through room synthesis.

## Continue/Return to the Title Screen

If Sora's HP is completely depleted during battle, the continue screen will appear. Choosing "Continue" allows you to continue from the room in which Sora was defeated. Choosing "Return to Title Screen" exits to the main title screen.

# ADVANCING THE STORY (1)

## World Map

Pressing the SELECT button in the field opens up the world map, where you can see how the world's rooms are connected or locate rooms where story events occur.

\*Room Synthesis (see P.10)

**Checking Room Synthesis Criteria**

Move the cursor to an unsynthesized room and press the X button.

**Event Rooms**

Rooms where the story events occur. The story progresses as events are viewed.

**Unsynthesized Rooms**

Rooms where Room Synthesis can be performed.

**Name of Selected Room**

\* Only the first room, goal room, and rooms that have been synthesized are shown.

**Sora's Current Location**

## Field Map

In addition to platforms and ladders used to move around the map, there are also objects which Sora can strike with the Keyblade or climb on to uncover prizes. Try interacting with everything!

**Heartless**

Coming into contact with a Heartless triggers an encounter, and the battle screen appears.

**Doors**

Press the A button to bring up the Room Synthesis screen.

**Prizes in the field**

- Replenish HP
- Moogles Points

**Room Mini-Map**

**Red Arrows:** Doors that have not been passed through.  
**Yellow Arrows:** Doors to Event Rooms.  
**Blue Arrows:** Doors that have been passed through.

Tilting the left analog stick towards a wall and pressing the C button to jump will make Sora hang from the edge of high platforms.

Striking enemies with the Keyblade or throwing objects at them will stun all enemies at the beginning of a battle, giving you an advantage.



Room Synthesis

A triangular mark will appear when you walk up to a door in the field. Pressing the button opens the Room Synthesis screen (press the button to return to the field map).

Room Synthesis Criterion

Map Cards in Your Possession

Name of Selected Map Card

Number of Selected Map Card in Possession

Press the button at doors that have already been opened to create a new room. Create new rooms with many enemies to level up, or rooms with save points to save your game!

Criteria

- Normal doors require you to use cards of equal or higher value to the criteria shown to open them.
- But if the criterion required is “0”, only a 0 card can be used.
- A door with a criterion of “9 or higher” can be opened with either a 9 or 0 card.
- 0 cards can also be used to meet the criteria for any doors other than special doors.
- The criterion for opening any normal room adjacent to your current room will have a value of +1 based on the value used to enter the current room.

A card of matching color

A card with the value shown or lower

A card with the value shown or higher

A card matching the one shown

Multiple cards totaling a value above the one shown

A card of equal value

“Special Doors” have set criteria. There are rooms such as the one shown to the right that require several criteria to be met.  
\* Criteria that have been met will not reappear after returning to the field (the criteria will reappear if you leave the world).

World Select

Select the world you would like to proceed to next.

Hallways

There are hallways between each floor where you can save your game.  
\* When you proceed onto the next floor, the previous floor’s room synthesis criteria will be reset.

Save Point

Bring up the save menu.

Warp Point

Bring up the World Warp menu.

A triangular mark will appear when you approach Donald or Goofy. Press the button to talk to them.

World Warp

This is a screen where you can warp back to any floor you have previously gone through. Move the cursor to a world you would like to revisit and press the button to confirm.

Current Floor

Destination Floor

Menu

Pressing the START button on the field map will bring up the menu screen, where you can check Sora’s deck, save your progress, and more.

Current Level  
Current HP/Max HP

Current Moogles Points  
Play Time

Friend Cards That Can Appear in Battle

Friend Cards That Can Appear in the Field

Equipped Card Deck

View Deck (See P.14)

World Map (See P.9)

Map Cards (See P.15)

World Cards (See P.15)

Status (See P.15)

Journal

Config

Check Sora’s status.

Read a record of your travels in Jiminy’s journal.

Change the game settings.

Customize a card deck.

Check map cards in your possession.

View the current floor and those you have cleared.



BATTLE GUIDE (1)



Viewing the Battle Screen

Touch a Heartless on the field to enter a battle (sometimes the battle screen will come up after events). You can obtain prizes and cards during battle.

Sleight Name		HP of Targeted Enemy
Sora's HP		Target Cursor
Stocked Cards		Prize
Useable Cards		Card in Use
Total Number of Useable Cards		Effect of Enemy Card in Play



Basic Controls

While in battle, press the **X** button to use a card and the **O** button to jump. Press either the **L1** or **R1** button to scroll through the Card Reel to select a card you would like to use (hold down either the **L1** or **R1** button to rotate the reel quickly).

\* The button settings can be changed in the Config menu.



Cards used in battle do not disappear from your deck, but "Friend Cards" and "Gimmick Cards" disappear after battle.

Reloading Cards

Reload cards in your deck by selecting the Reload Card (shown to the right) and holding down the **X** button.

\* One strategy is to reload cards even before you run out of cards (keeping the first stocked card and some special cards). Hold down either the **L1** or **R1** button to rotate the reel quickly. The reel will stop at the Reload Card and you can reload your deck effectively. You can also press the up directional button to automatically go to the Reload Card as well.



Changing Categories

Change to the enemy cards in your deck by pressing the SELECT button.

Dodge Roll

Press the **Circle** button to have Sora roll and evade an attack (use in conjunction with the left analog stick to roll in specific directions).

Escaping

Head to the border of a battle map to reach an escape zone and tilt the left analog stick in that direction. When the gauge fills up, Sora will escape from battle.

\* Some boss and event battles cannot be escaped from.



SQUARE ENIX  
Published by Square Enix, Inc.

Square Enix, Inc.  
P.O. Box 6000  
Clear Lake, MN 55319  
U.S.A.

cut here and mail 

PLACE  
POSTAGE  
HERE



No further purchase necessary. Each card qualifies for one monthly drawing. Two winners per month. Please fill in all information, or include all information on a 3x5 card and mail to: Square Enix, Inc., P.O. Box 6000, Clear Lake, MN 55519. One entry per person. Drawing to take place on or about the last day of each month. Winner will be selected by random drawing. Winner will be notified by mail. Winner must claim prize within 30 days of drawing. This contest is void where prohibited. Square Enix reserves the right to determine the actual game subject to availability. This contest may be terminated without notice. Sony Corporation takes no responsibility for this offer.

For information and services  
by Square Enix, Inc., go to  
[www.square-enix.com](http://www.square-enix.com)

Fill out this card and return it to be entered in our monthly drawing. You could win a cool game!

cut here and mail

## REGISTRATION CARD - KINGDOM HEARTS RE:CHAIN OF MEMORIES™

SLUS-21799

FIRST NAME: \_\_\_\_\_ LAST NAME: \_\_\_\_\_ AGE: \_\_\_\_\_  
STREET ADDRESS: \_\_\_\_\_ APARTMENT/  
SUITE NUMBER: \_\_\_\_\_  
CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP/ POSTAL CODE: \_\_\_\_\_ COUNTRY: \_\_\_\_\_  
MALE ☐ FEMALE ☐ E-MAIL ADDRESS: \_\_\_\_\_  
PARENT OR ADULT GUARDIAN (IF UNDER 18 YEARS OLD): \_\_\_\_\_

### 1. How did you learn about this game?

(Choose up to 2)

- ☐ Word-of-mouth/friends  
☐ Magazine preview/review  
☐ Magazine advertisement  
☐ Internet preview/review  
☐ Internet advertisement  
☐ Saw or played demo  
☐ TV advertisement  
☐ Game package in store  
☐ Posters/retail ads in store  
☐ Square Enix website/email

### 2. What are the main reasons you bought this game?

(Choose up to 2)

- ☐ Character(s)  
☐ Gameplay (minigames)  
☐ CG/movie graphics  
☐ Music/sound effects  
☐ Replay value  
☐ Developer reputation  
☐ In-game graphics/art style  
☐ Multiplayer  
☐ Price  
☐ Storyline

### 3. Where did you buy this game?

- ☐ Best Buy  
☐ GameStop/EB Games  
☐ Kmart  
☐ Toys 'R' Us  
☐ Online  
☐ Circuit City  
☐ Hollywood Video/Game Crazy  
☐ Target  
☐ Wal-Mart  
☐ Other

### 4. How many games have you purchased or received in the past year?

- ☐ 1-3 ☐ 4-6 ☐ 7-11 ☐ 12+

### 5. Which systems do you currently own?

- ☐ PlayStation®2 computer entertainment system  
☐ PlayStation®3 computer entertainment system  
☐ Nintendo GameCube  
☐ Wii  
☐ GRA  
☐ Xbox  
☐ Xbox 360  
☐ PSP™ (PlayStation® Portable) system  
☐ Nintendo DS

### 6. What are your favorite types of games?

- ☐ Action/Adventure (ex: GTA, Medal Gear, Resident Evil)  
☐ RPG (ex: FINAL FANTASY, Pokémon)  
☐ Extreme Sports (ex: Tony Hawk)  
☐ Flying/Driving (ex: Gran Turismo, Need for Speed)  
☐ Puzzle/Mingame (ex: Gran Turismo, Need for Speed)  
☐ Fighting/Wrestling (ex: Taken, WWE, Dragonball Z)  
☐ Shooter (ex: WarWare, Brain Age)  
☐ Simulation/Strategy (ex: The Sims, Advance Wars)  
☐ Ghost (Hector)

### 7. How often do you play video games?

- ☐ Less than once a week  
☐ Most days  
☐ A couple of times a week  
☐ Every day

### 8. List your two favorite websites to get gaming news/information:

WWW: \_\_\_\_\_ .COM  
WWW: \_\_\_\_\_ .COM

### 9. Which magazines do you read regularly (2 out of 3 issues)?





- ☐ Boy's Life  
☐ Disney Adventures  
☐ Game Informer  
☐ National Geographic Kids  
☐ Nintendo Power  
☐ Official Xbox Magazine  
☐ PLAY Magazine  
☐ PSM  
☐ Sports Illustrated for Kids  
☐ Tips & Tricks  
☐ Other

© 2008 SQUARE ENIX CO., LTD. All Rights Reserved.  
All other trademarks are the property of their respective owners.

Your limited warranty rights apply regardless of whether you submit this card.



## Stocking Cards

Stock cards by pressing the  button. To use the cards, press the  and  buttons simultaneously, or press the  button when you have three stocked cards. If Sora has not learned any sleights, the three stocked cards will be used in succession in a combo attack. However, if Sora has learned a sleight, a sleight will be unleashed depending on the type and total value of the stocked cards (the total value will be shown to the right of the stocked cards; the sleight name will be shown above the cards). Sora can learn sleights through story events, leveling, and opening treasure chests.



\*Enemy Cards and Gimmick Cards cannot be stocked.

## Card Breaks

Cards are numbered between 0 and 9. By using a card of a higher value than cards played by enemies, you can nullify an attack from that enemy and counterattack. This is called Card Break. However, if an enemy uses a card of a higher value than the one you play, your attack will be nullified and the enemy will attack.





\* When a 0 Card is played after an opponent has played their card, the 0 Card will break that card regardless of its value. But, if a 0 Card is played and then the enemy plays a card, the 0 Card will break.






## Prizes and Cards

A variety of prizes and cards will be obtained when you defeat enemies. The number of EXP gained will depend on the color and shape of the prize.

<Prizes>

 ➔ Replenish HP    ➔ EXP

 ➔ Moogle Points  ➔ Premium Prize

 ➔ Roulette Prize \* You have a better chance of obtaining Roulette Prizes after battles in Roulette Rooms. They are rarely obtained in other rooms.

<Cards>

Enemies will drop Map or Enemy Cards.



## Premium Bonus

Either obtain the premium prize an enemy drops on occasion, or create a Premium Room, to increase your chances of obtaining a premium prize. When you obtain a premium prize, the Premium Bonus screen will be shown after battle. At this screen, one of the battle cards in your deck will be made into a premium battle card, which has a lower CP value.

\*Premium battle cards cost less to have in your deck, but will no longer be available to you in battle when you use that card once (excluding times when you use special cards). However, if you use a premium battle card as the 2nd or 3rd card in a sleight, the card will be reloaded.



## Leveling Up

Sora will level up when he obtains a set number of EXP from collecting prizes. You can choose from one of three bonuses when Sora levels up after a battle.

**HP Boost:** Sora's Max HP increases. **CP Boost:** Sora's Max CP increases.

**Sleights:** Sora learns a new sleight.



HP: Sora's vitality; CP: (See P.14)



BATTLE GUIDE (2)

View Deck

- Edit Deck
- Equip Deck
- Clear Deck
- Deck Name
- Delete Card

Edit the contents of a selected deck.  
(\*see details below)

Select a deck to equip.

Clear all cards from the selected deck.

Change the name of a deck.

You can delete cards in your possession (Some Enemy Cards and cards currently equipped in a deck cannot be deleted).



Number of Equipped Battle Cards/Number of Total Battle Cards

Equipped Deck

Expended CP/Max CP

Number of Cards in Deck/Max Number of Cards

\* There is a maximum limit to the number of battle cards you can have in your possession. In order to obtain new battle cards, you may have to make room by disposing of unwanted cards, or exchanging them for points at a Moogles Shop.

Editing a Deck

You can edit the cards in your deck here. Create an effective battle deck without exceeding your max CP or 99 cards. You can increase Sora's Max CP when he levels up.

CP refers to the cost of a card. You can have more cards in your deck by increasing Sora's Max CP when he levels up.

L1 button	Add Card Menu
R1 button	Remove Card Menu
L2 / R2 buttons	Switch between decks
SELECT button	Card Order
Ⓢ button	Show Sleights

The card reel will show cards in order from the card in the upper left. You can change the order of your cards to make your deck easier to use in battle.

Add Cards

This adds a card to your deck. Press the R1 button to switch to the Remove Card menu.

- CP of the Selected Battle Card
- The Number of Copies of the Selected Battle Card for Each Value
- Description of the Selected Battle Card



Remove Cards

This removes a card from your deck. Press the L1 button to switch to the Add Card menu. Press the Δ button to change the order of your cards.



\* You can view the details of a card in the Journal menu.

CARDS AND STATUS

Map Cards

You can see which map cards are in your possession here.



Number of Map Cards in Possession/Total Number of Cards That Can Be Held

The Number of Copies of the Selected Map Card for Each Value

Description of the Selected Map Card

\* You can hold a maximum of 99 cards. Enemies will not drop cards once you have reached a total of 99 cards, so if there is a card you would like to obtain, be sure to dispose of any unwanted cards (to delete a card, place the cursor over an unwanted card and the card value you would like to delete. Then press the X button to bring up the delete screen).

Total Number of Map Cards Per Color

World Cards

See the current world or worlds you have cleared.



Currently Selected World Card

Worlds you have visited will be shown as "1F", "2F", etc. Worlds you have not visited will not be shown as "1F".

Status Menu

Here, you can check Sora's stats, sleights he has learned, and how much experience he needs to level up. You can also select a sleight to see how to use the sleight and its effects.



Level: Sora's current level  
EXP: Current experience points  
Next LV: Experience needed to level up  
HP: Current HP/Max HP  
Max CP: Max CP  
Equipped Deck: Name of equipped deck  
Friends: Friends Cards available in that world



TYPES OF CARDS

Battle Cards



**Attack Cards**  
Standard cards used to swing the Keyblade and attack.  
Use attack cards in succession to string a combo together.



**Friend Cards**  
Sora can use these cards to borrow the help of a friend in battle.



**Magic Cards**  
These cards summon characters or cast magic.



**Item Cards**  
These cards allow Sora to use an item.  
\* Once used, these cards do not reload until after a battle is completed.



**Enemy Cards**  
These cards have unique effects during battle. The effects last for varying times depending on the card. Multiple enemy cards cannot be used simultaneously (if you use an enemy card while the effects of another are in effect, the effects of the second enemy card will override the effects of the first).

**Gimmick Cards**  
These are special cards that can only be obtained during certain boss battles.

**Premium Cards**  
You can make a card in your possession into a premium card during a Premium Bonus after battle, or you can obtain them from shops or treasure chests.

Field Cards



**Map Cards**  
These cards are used when creating a room.



**World Cards**  
These cards are used to select a world to go to.

Moogles Shops

Use a map card with a moogles design to enter rooms with Moogles Shops, where you can trade in your Moogles Points for card packs. You can also trade in cards in your possession for Moogles Points to buy more card packs as well.

When selling cards for Moogles Points



Total Moogles Points

Moogles Points You Can Earn by Trading in the Selected Card

Using Moogles Points to buy cards



Rare Cards Are Easier to Get from Pricier Card Packs

Red: Attack Card Packs    Blue: Magic Card Packs  
Green: Item Card Packs  
Red/Blue/Green: An assortment of the 3 colors

RIKU'S STORY

Reverse/Rebirth

"Reverse/Rebirth" will be unlocked once you complete Sora's story. (Start this mode by selecting "New Game: Riku" from the title screen.)



\* Some aspects of the game system are different for Riku's story. For example, Riku uses a closed deck with fixed cards by floor.

**Battles**  
Riku will be able to transform as the story progresses. DP (Dark Points) will be shown in the upper left of the screen, and when this reaches a certain value, Riku will go into D-Mode. When in D-Mode, Riku's stats such as attack power will increase.



**Earning and Losing DP**  
<Before D-Mode>  
DP will increase with each successful card break or rapid break. DP will decrease when Riku's cards are broken.  
<During D-Mode>  
DP will decrease when Riku's cards are broken or when he receives damage. DP will not increase during D-Mode. You can increase Riku's Max DP when he levels up.

**Leveling Up**  
The Level Up Menu is also different from the one in Sora's story.

Riku's Attack Increases

Riku's Dark Points Increases



**Card Duel**  
Press the A button when your card matches an enemy's card to enter a one-on-one Card Duel with that enemy. As the enemy displays one card after another, you must break each card as they are shown. When you successfully break the set number of cards within the time limit, Riku unleashes a special attack. If you are too slow to show your cards, the duel is over.





# CREDITS

**DIRECTOR + CONCEPT DESIGN**  
Tetsuya Nomura

**CO-DIRECTOR**  
Tai Yasue

**MAIN PROGRAMMER**  
Satoshi Kishiwada

**PLANNING DIRECTOR : EVENT**  
Ryo Tsurumaki

**ANIMATION DIRECTORS**  
Koji Hamada  
Tatsuya Kando

**3D MODELING DIRECTOR : MAP**  
Takeshi Fujimoto

**ART DIRECTOR : TEXTURE**  
Kozo Iwasaki

**ART DIRECTORS : VFX**  
Hirotaka Sugiyama  
Syuichi Sato

**SCENARIO**  
Daisuke Watanabe

**MUSIC**  
Yoko Shimomura

**SYNTHESIZER OPERATOR**  
Takeharu Ishimoto

**SOUND PROGRAMMER**  
Tatsuya Shoji

**SUPERVISING DIALOGUE EDITOR**  
Asako Suga

**SOUND DESIGNER**  
Ryo Inakura

**PLANNING SUPERVISOR**  
Yuichi Kanemori

**PLANNING SUPERVISOR : MAP**  
Takeshi Endo

**3D MODELING SUPERVISOR : CHARACTER**  
Tomohiro Kayano

**3D MODELING SUPERVISOR : MAP**  
Masahide Tanaka

**ART SUPERVISOR**  
Takayuki Ohdachi

**ART SUPERVISOR : TEXTURE**  
Tomohiro Hasegawa

**ART SUPERVISOR : INTERFACE**  
Takeshi Arakawa

**CO-PRODUCER**  
Yoichi Yoshimoto

**PRODUCER**  
Shinji Hashimoto

## OPENING THEME

Simple And Clean  
-PLANITb remix-  
Written by Utada Hikaru  
Produced and Remixed by  
Russell McNamara  
All Vocals: Utada Hikaru

Licensed by  
TOSHIBA-EMI LIMITED

## ENDING THEME

Simple And Clean  
Written by Utada Hikaru  
Produced by Miyake Akira,  
Utada Hikaru and  
Utada Skingg Teruzane

Arranged by Kawano Kei and  
Utada Hikaru

Keyboards and Programming:  
Kawano Kei  
Basic Programming:  
Utada Hikaru  
Synthesizer Programming:  
Tsunemi Kazuhide  
Acoustic Guitar:  
Akiyama Hironori  
All Vocals:  
Utada Hikaru

Recorded by Ugajin Masaaki at  
Bunkamura Studio  
Mixed by Goh Hotoda at  
Bunkamura Studio

Licensed by  
TOSHIBA-EMI LIMITED

## SCENARIO

**SCENARIO SUPERVISORS**  
Tetsuya Nomura  
Kazushige Nojima (STELLAVISTA LTD.)

**TEXT PLANNER**  
Harunori Sakemi

## PROGRAMMING

**PROGRAMMERS**  
Keiji Kikuchi  
Tamotsu Goto  
Yoshihide Kou  
Masashi Nakamichi  
Hideki Matsuoka  
Katsunori Kataoka  
Toshimi Kahara  
Mitsuru Nakashima

**PROGRAMMING SUPERVISORS**  
Hiroshi Harata  
Kentaro Yasui

## PLANNING : REALTIME SECTION

### BATTLE PLANNING

**LEAD PLANNER**  
Tai Yasue

**PLANNER**  
Daisuke Kawabe

### PLANNING : MAP SECTION

**PLANNERS**  
You Miyazaki  
Daisuke Hayashi

### PLANNING : EVENT SECTION

**LEAD PLANNER**  
Michio Matsuura

**PLANNERS**  
Yoichi Yoshimoto  
Kunitaka Yoshioka  
Ayumi Fujiwara  
Takuya Tanada

## 2D CHARACTER ART

**MAIN ARTIST**  
Tetsuya Nomura

**LEAD ARTISTS**  
Tomohiro Hasegawa  
Mihoko Ishii

**ARTIST**  
Kaoru Kawaguchi

## 2D ART

**ARTIST**  
Mark Vigouroux

## ANIMATIONS

### REALTIME ANIMATION

**DESIGNERS**  
Junji Adachi  
Masahiko Miki  
Noriko Uchimura  
Koji Inoue  
Akihiro Iwata  
Maki Suga  
Dai Chiba  
Saki Nakagawa  
Shingo Ikeda

### MOVIE EVENT CHARACTER ANIMATION

**LEAD DESIGNERS**  
Kenichi Shida  
Reina Ikeda  
Tomoyuki Sato  
Ryo Oda

**DESIGNERS**  
Shinichi Matsuda  
Atsuhiko Ishikawa  
Akie Oogaki  
Haruo Furukawa  
Ryo Shukunami  
Kenta Matsubara  
Kanji Nishida  
Masaya Katayama  
Rei Kato  
Kaoru Seida  
Naoko Miyashita  
Daigo Tsukada  
Takayuki Naito  
Takaharu Aono  
Mika Anzai

## MOVIE EVENT CREATION

**DESIGNERS**  
Munenori Shinagawa  
Takahiro Inoue  
Hidekazu Kato

### MOVIE EVENT FACIAL ANIMATION

**LEAD DESIGNER**  
Akira Iwasawa

**DESIGNERS**  
Kayoko Yajima  
Natsuki Ooiwa  
Yuko Karube

### MAP MODELING

**DESIGNERS**  
Takashi Hama  
Kiyoshi Kondo  
Shoji Otani  
Eiji Yamashita  
Shuhei Yamaguchi  
Maki Ikeda  
Shinichiro Kobayashi  
Miyuki Fujioka  
Tsutomu Sugino  
Masahito Wakimura  
Takashi Itai  
Yoshiaki Obuchi  
Kenichi Hayakawa  
Kouko Ando  
Nobuyuki Suzuki  
Tatsuya Wakabayashi  
Yuuki Yamaki  
Mina Otomo  
Kazushi Urata  
Masashi Komatsubara  
Shinichiro Tsukada  
Eiko Hasegawa

### TEXTURES & INTERFACE

**DESIGNERS**  
Toru Yamazaki  
Takako Taniguchi  
Mai Okauchi  
Sayoko Hoshino  
Masahiro Saito  
Mayumi Okamoto  
Masashi Takizawa  
Kousuke Tadakuma  
Eri Fujidai

## VFX

**DESIGNERS**  
Masahiro Shinoda  
Yasuhiko Onishi  
Takeru Hayashi  
Toru Honda  
Atsushi Yamamoto  
Koji Tsutsui  
Seitaro Tsuchiya

### STAFF FROM THE ORIGINAL TITLE

**PLANNERS**  
Masaki Fujita (Jupiter Corporation)  
Aguru Tanaka (Jupiter Corporation)  
Kazuki Oono (Jupiter Corporation)  
Tomoko Yamashita (Jupiter Corporation)

**2D CHARACTER DESIGNERS**  
Masamiko Fukuda  
Takuya Iwasaki  
Tomoyuki Sato  
Daigo Tsukada

**2D ARTISTS**  
Fumi Nakashima  
Chiharu Tsutsui

**CHARACTER MODEL DESIGNERS**  
Hideo Kubota  
Hiromichi Morita  
Hiroyuki Suzuki  
Eri Kubota  
Tatsuo Heianzan  
Kouji Ida  
Takeshi Miyazawa  
Yuji Sugizaki  
Masahiko Mitsunami  
Rika Ojima  
Keiko Matsuda  
Daisuke Komatsu  
Hiroyuki Mashita  
Masami Imamura

**MAP MODEL DESIGNERS**  
Yasushi Kameda  
Shin Ienaka  
Kunio Ikeda  
Tatsuhiko Okamoto  
Shoji Obata  
Takuya Kakitsubo  
Takahiro Kumagai  
Misako Turui  
Ryo Hasegawa



# CREDITS

## MAP MODEL DESIGNERS (cont.)

Rei Fukuzawa  
Hiroki Mitsushima  
Takako Miyake  
Junichi Murata  
Kana Yamazaki

## VFX DESIGNERS

Shigeyuki Oono  
Yoshimitsu Inagaki  
Yousuke Okayama  
Toshihiro Yokota  
Tadachika Iima  
Gakushi Kobayashi  
Masaki Kawai

## MOVIE SECTION - VISUAL WORKS

## CG ENGINEER

Keisuke Miyazaki

## SOUND SECTION

## SYNTHESIZER OPERATORS

Keiji Kawamori  
Hirosato Noda

## SENIOR SOUND EDITOR

Yuki Hirose

## SOUND EDITOR

Yukihiro Seta

## PROJECT MANAGER

Masashi Kitagawa

## PROJECT ASSISTANTS

Kazuki Hamamoto  
Saeko Kanazawa

## DISNEY MUSIC CREDITS

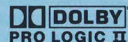
"Winnie the Pooh"  
Words and Music by Richard Sherman and Robert Sherman  
© 1963 Wonderland Music Company, Inc. (BMI)  
Copyright Renewed. All Rights Reserved.

"This Is Halloween"  
Words and Music by Danny Elfman  
© 1993 Buena Vista Music Company (BMI)  
All Rights Reserved.

## "Under the Sea"

Music by Alan Menken and Words by Howard Ashman  
© 1988 Walt Disney Music Company (ASCAP) / Wonderland Music Company, Inc. (BMI)  
All Rights Reserved.

Original Music for Game Composed by Yoko Shimomura



## VOICE RECORDING

RECORDING ENGINEER/  
DIALOGUE EDITOR  
Rita Kedineoglu (Skylark Sound Studios)

PRODUCTION COORDINATOR  
Nadia Kedineoglu (Skylark Sound Studios)

DIALOGUE EDITOR  
Gil Perez (Skylark Sound Studios)

VOICE DIRECTOR  
Bob Buchholz (Spliced Bread Productions)

RECORDING STUDIO  
Skylark Sound Studios

## CAST

SORA  
Haley Joel Osmont

RIKU  
David Gallagher

KAIRI  
Alyson Stoner

NAMINÉ  
Meaghan Jette Martin

ANSEM  
Richard Epcar

VEXEN  
Derek Stephen Prince

LEXAEUS  
Dave Boat

ZEXION  
Vincent Corazza

AXEL  
Quinton Flynn

MARLUXIA  
Keith Ferguson

LARXENE  
Shanelle Gray

DIZ  
Corey Burton

CLOUD  
Steve Burton

Featuring the Disney Character voice talents of:

Wayne Allwine  
Tony Anselmo  
Jodi Benson  
Robby Benson  
Corey Burton  
Eddie Carroll  
Pat Carroll  
Dan Castellana  
Jim Cummings  
Bill Farmer  
Gilbert Gottfried  
Mark Moseley  
Ken Page  
Chris Sarandon  
Christopher Steele  
Scott Weinger  
James Woods

## OUTSIDE CONTRACTORS

STAFF ROLL, MOVIE and DEMO EDIT

DIRECTOR  
Isao Nakajima (SLACK KEY INC.)

EDITOR  
Shunji Matsutani (drop in company)

COORDINATOR  
Yukihiko Kohno (LANSDALE INC.)

EDIT STUDIO  
NTT MEDIA LAB

FONT SUPPLIER  
DynaComware Corporation

## DEVELOPMENT ADMINISTRATION DIVISION

GENERAL MANAGER  
Toshiro Tsuchida

## PROJECT MANAGEMENT OFFICE

PROJECT MANAGER  
Rie Nishi

PROJECT ASSISTANT  
Tomohiko Hirano

MANAGER  
Patrick Chen

BUSINESS MANAGER  
Ichiro Hazama

## LOCALIZATION TEAM

SENIOR MANAGER  
Masashi Hiramatsu

MANAGER  
Kazuyoshi Tashiro

LOCALIZATION COORDINATORS  
Tomoko Kondo  
Mayo Ogawa  
Shizuka Uchida

RATINGS ADVISORS  
Megumi Terada  
Sueko Kogai  
Reiko Kondo

## QUALITY ASSURANCE DIVISION

GENERAL MANAGER  
Koji Yamashita

SENIOR MANAGER  
Yukihiro Shibuya

MANAGER  
Hideyuki Kato

CHIEF COORDINATOR  
Yuuchi Kikumoto

COORDINATOR  
Hiroki Sato

ASSISTANT COORDINATOR  
Yasutaka Nakashima

## TECHNICAL ENGINEERS

Kazuya Okamoto  
Toshimitsu Umezawa

TECHNICAL ASSISTANT  
Taisuke Yahisa

## TESTERS

Satomi Ohnishi  
Naoko Okamoto  
...and All QA Staff

SPECIAL THANKS  
Masashi Nagai

## INFORMATION SYSTEMS DIVISION

GENERAL MANAGER  
Taku Murata

MANAGERS  
Shin Yamamoto  
Toshiaki Naito  
Shinichi Shibata  
Takayuki Komine

ENGINEERS  
Tatsumi Terada  
Yoshinori Uenishi  
Tomohiro Hayasaka  
Kazuhiko Matsuyama  
Shingo Niwano  
Nobufumi Yamada  
Hideyo Yoshida  
Masayoshi Watanabe  
Naoto Shimada  
Takashi Sannohe  
Kenichi Matsudo  
Takayuki Arai  
Kotaro Beppu  
Takuya Nishimura  
Keisuke Takahashi  
Kosei Shimoda  
Hajime Tomon  
Sota Onji  
Junpei Takeba  
Taka Iwasaki  
Takashi Sato  
Kazuyuki Horii  
Yoshinori Hiranaka  
Ryoji Murakami  
Hiroki Miyazaki  
Takashi Watanabe  
Tetsuya Yamane  
Hiroyuki Suzuki

## COORDINATORS

Junko Kuroda  
Konomi Shimano  
Kae Murata  
Ryuhei Ozai  
Chie Kigami  
Takako Naganuma  
Ayano Yamaguchi

## PUBLICITY TEAM

PUBLICITY PRODUCER  
Kakuko Obinata

PUBLICITY STAFF  
Masato Kogure  
Yumi Katsuyama

SUPERVISOR  
Akio Ohfuji

CHIEF INTERNATIONAL MARKETING COORDINATOR  
Ayako Kawamoto

INTERNATIONAL MARKETING COORDINATOR  
Emiko Sato

GENERAL PRODUCER  
Koji Taguchi

## RIGHTS PROPERTY MANAGEMENT DIVISION

GENERAL MANAGER  
Izumi Tsukushi

RIGHTS PROPERTY STAFF  
Yasuhiro Takamatsu

## MERCHANDISING DIVISION

GENERAL MANAGER  
Hidemi Matsuzuka

DEVELOPMENT STAFF  
Miyako Kibe

PURCHASING STAFF  
Hirokuni Matsuyama  
Hiroko Ohba



# CREDITS

## SALES ADMINISTRATION DIVISION

MANAGERS  
Hisano Arai  
Shinobu Hidaki

## SALES ADMINISTRATION STAFF

Toyooki Miyazaki  
Aki Moriwaki  
Atsuko Okuda  
Kaori Nakanishi

## LEGAL & INTELLECTUAL PROPERTY DIVISION

GENERAL MANAGER  
Yasuhiko Hasegawa

LEGAL STAFF  
Hiroshi Harada  
Ayako Hino

## INTELLECTUAL PROPERTY STAFF

Takahiro Fujii  
Eri Maruyama  
Saori Shibano

## SQUARE ENIX, INC.

SENIOR QUALITY ASSURANCE MANAGER  
David "Ribs" Carrillo

ASSISTANT QA MANAGER  
Aaron J. Adams

SENIOR QA COORDINATOR  
Bryan D. Chen

QA COORDINATOR  
Alfred Holz

QA ADMINISTRATOR  
Keith P. Matrz

QA ASSOCIATE  
Joshua D. Boden

QA TEAM  
Bart Cool  
Michael Gavidia  
Chaim Nussbaum  
Jeremy Owens  
Matthew Slanchik  
Christopher Wong

QA TRANSLATOR  
Elijah Smolko

LOCALIZATION SPECIALIST  
Jyun Takagi

LOCALIZATION & QA DIRECTOR  
Yutaka Sano

EXECUTIVE DIRECTOR OF COMMUNITY & SERVICE  
Yasu Kurosawa

SENIOR MANAGER OF OPERATIONS  
Franko F. Fonseca

INFORMATION CENTER MANAGER  
Micah Bravo

INFORMATION CENTER SUPERVISORS  
Carl Hidalgo  
Jereme Skelton

INFORMATION CENTER REPRESENTATIVES  
Neil "Tak" Herrera  
James Massey  
Gene Messerschmitt

OPERATIONS SUPPORT MANAGER  
Sean Michael

OPERATIONS SUPPORT SUPERVISOR  
Dana Kwon

OPERATIONS SUPPORT AGENTS  
Jesse Fuller  
Chris Ichikawa  
Jose Osio

LEGAL  
Clinton Foy  
Steve Ross  
Desiree Rosales

PUBLIC RELATIONS & PROJECT COORDINATION  
Sonia Im

PUBLIC RELATIONS  
Amelia Cantlay  
Klee Kuo

PROJECT COORDINATION  
Yuka Diaz  
Emi Bliss  
Wilbur Lin

PRODUCT MARKETING & MARKETING COMMUNICATIONS  
Kristina Yoon  
Parker Sapp  
Sakura Minamida  
Charles McCarter  
Tim Law  
Laurie Ma  
Johnny Fournier  
Max Mena  
Raio Mitsuno  
Maiko Sakurai  
Patrick Lofstrom

SALES  
Ron Kurtz  
Kanji Tashiro  
Pete Spiegelman  
Daniel McConnell  
John Siy  
Johnny Lam  
Eric Rosenberger

EXECUTIVE DIRECTOR, SALES & MARKETING  
Shinji Futami

SENIOR VICE PRESIDENT, SALES & MARKETING  
Ron Scott

SENIOR VICE PRESIDENT  
Shinji Hashimoto

PRESIDENT & CEO  
John Yamamoto

## DISNEY INTERACTIVE STUDIOS JAPAN

EXECUTIVE PRODUCER  
Emiko Yamamoto

PRODUCER  
Tomomi Endo

ASSOCIATE PRODUCER  
Adam Evanko

## DISNEY INTERACTIVE STUDIOS

SENIOR BRAND MANAGER  
Tamara Johnston

INTERNATIONAL PRODUCER  
Timothy FitzRandolph

## DISNEY CHARACTER VOICES

CREATIVE DIRECTORS  
Ben Hoppe  
Renée Johnson

PRODUCTION DIRECTOR  
Bryan Monroe

PRINCIPAL AUDIO SPECIALIST  
Randy Coppingner

AUDIO SPECIALIST  
Ethan Friedericks

PRODUCTION ADMINISTRATOR  
Vanessa McGee

## SPECIAL THANKS

Utada Skingg Teruzane (U3 MUSIC)

Akira Miyake (TOSHIBA-EMI LIMITED)  
Hidenobu Okita (TOSHIBA-EMI LIMITED)  
Hiroshi Emori (LE BLEU CO., LTD.)  
Taku Nishida (LANSDALE INC.)  
Kentaro Kawai (DENTSU INC.)  
Kosuke Yonezawa (DENTSU INC.)  
Makoto Nakayama (Jupiter Corporation)  
Hatao Ogata (Jupiter Corporation)

Rumiko Sawada  
Itsuji Yamada  
Tatsuo Fujii  
Yuji Asano  
Yoshie Nishimura  
Shiho Sasaki  
Tomohide Watanabe  
Kanako Abe  
Miki Akakura  
Takayuki Kurumada  
Masaru Oka  
Nobutoshi Koba  
Takeshi Nozue  
Kazuhiro Yamamoto  
Isao Murata  
Keiichi Kojima  
Masaaki Kasai  
Hideki Imaizumi  
Eri Morimoto  
...and ALL SQUARE ENIX + DISNEY STAFF & FANS

EXECUTIVE PRODUCERS  
Keiji Honda  
Youichi Wada



**SQUARE ENIX.**



# SQUARE ENIX ONLINE MERCHANDISE STORE

FOR DETAILS VISIT [WWW.SQUARE-ENIX-SHOP.COM](http://WWW.SQUARE-ENIX-SHOP.COM)



## KINGDOM HEARTS PLAY ARTS™

MICKEY • SORA • RIKU

AVAILABLE **DECEMBER 08**

SQUARE ENIX PRODUCTS

SQUARE ENIX

©Disney. SQUARE ENIX PRODUCTS is a registered trademark or trademark of Square Enix Holdings Co., Ltd.  
PLAY ARTS is a registered trademark or trademark of Square Enix Co., Ltd.

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

### LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

### EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

### IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE.

As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

### HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA 90245. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a trackable shipping method.

If you have warranty questions, you can also contact our PlayOnline Information Center at (858) 790 - 7529 (PLAY) during its hours of operation, Monday - Friday, 9:00 am - 6:00 pm, Pacific Standard Time.

### CUSTOMER SUPPORT

For customer support and technical support questions, please call (858) 790-7529 (PLAY). Phone support contact information is available in the PlayOnline Viewer's Service & Support section and on the PlayOnline.com website at <http://www.playonline.com>.

For information and services by Square Enix, Inc.,  
go to [www.square-enix.com](http://www.square-enix.com)

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS).



©Disney. Developed by SQUARE ENIX.

"Winnie the Pooh" is based on the works by A.A. Milne and E.H. Shepard. Characters from FINAL FANTASY video game series: ©1990,1997,1999, 2001, 2002, 2003, 2005, 2007 SQUARE ENIX CO., LTD. All Rights Reserved. SQUARE ENIX, and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment. Dolby, Pro Logic, and the double-D symbol are trademark of Dolby Laboratories.